

KATAMINO

RULES OF THE GAME - 1 & 2 PLAYERS

MATERIAL:

10 pentaminos, 5 small red pieces and 3 small maroon pieces, 1 game board, 1 slider to define the chosen playing area on the board, 1 grid to produce the 2 Slams, 1 3D example.

OUR JARGON:

A pentamino is a figure formed by 5 juxtaposed squares with at least one common side. Each of the 10 proposed pentaminos therefore covers exactly 5 spaces on the game board.

A PENTA is a group of several pentaminos which partially fills the rectangle bounded by the positioning of the slider. (see PENTAS 3, 4, 5 and 6 on the back of the box).

RULES FOR 1 PLAYER

A) VERY SIMPLE: for young children age 3 and over:

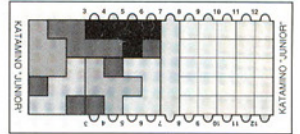
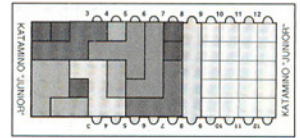
Using all the pieces, the 10 pentaminos (big pieces of different shapes and colours), the 5 small red pieces and the 3 small maroon pieces, you must completely fill the rectangle defined by the positioning of the slider.

- E.g.: 1) Position the slider on the board between the numbers 8 and 9.
2) Place as many pentaminos as possible.
3) Finish filling the rectangle with the small red and maroon pieces.

B) SIMPLE: for children age 4 and over:

Use the 10 pentaminos with either the 5 small red pieces or the 3 small maroon pieces.

- E.g.: 1) Position the slider on the board between the numbers 7 and 8.
2) Place as many pentaminos as possible.
3) Finish filling the rectangle, using only the small pieces you have chosen (either red or maroon).



C) DIFFICULT: for children age 5 and over:

Use only the 10 pentaminos (the small red and maroon pieces are not used) and try to find as many PENTAS 3, 4, 5, 6, 7, 8, 9 and 10 as possible, among the 3246 different combinations.

- E.g.: 1) Position the slider on the board between the numbers 4 and 5 and make as many PENTAS 4 as possible by finding 4 pentaminos among the 10 that can be assembled.
2) Follow the same procedure to make as many PENTAS 5, 6, 7, etc. as possible.

The more pentaminos you use, the harder the game gets.

D) VERY DIFFICULT: for children age 6 and over.

THE LITTLE SLAM: make 49 PENTAS on the grid.

Position the slider on the board between the numbers 3 and 4. Use the 3 pentaminos indicated on the grid in the PENTA 3 column of line A (pentaminos 2, 3 and 10) and make PENTA 3.

Then move the slider one notch, positioned between numbers 4 and 5.

Add pentamino 6 indicated in column 4 of line A, to the 3 pentaminos already used, and make PENTA 4 with these 4 pieces. Continue in the same way, each time adding the pentamino indicated in the next column until you make PENTA 9 of line A.

Follow the same procedure for the entire series (A to G).

When you have finished these 7 series, you will have made 49 PENTAS and completed THE LITTLE SLAM.

E) SUPER DIFFICULT:

for children age 8 and over. **THE SLAM:** Make 70 PENTAS, using the grid. Follow the same procedure as for the Little Slam. Start with Penta 5 and finish with Penta 9.

OTHER POSSIBLE WAYS TO PLAY:

Reproduce the different examples suggested in the Rules.

Create other figures (geometric shapes, animals and others).

KATAMINO can also be used as a construction set.

Teach yourself to make the 3D figures suggested on the example board and try to find new ones.

Alone or with an opponent, have fun balancing as many pentaminos as possible.

RULES FOR 2 PLAYERS

Use all the pieces, the 10 pentaminos, the 5 small red pieces and the 3 small maroon pieces.

One of the 2 players chooses 1 maroon rectangle, 1 maroon square and 2 red squares from the small pieces.

The other player chooses 1 maroon rectangle and 3 red squares from the small pieces.

Then both players choose 1 pentamino at a time in turn until each has 5.

Position the slider on the board between the numbers 6 and 7. Each player must fill the rectangle on his/her side of the board as quickly as possible with all of his/her pieces.

To store your Katamino, see the "Storing the game" diagram.

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